
Subject: How to add an OBGun in SSGM

Posted by [Mackinsey](#) on Fri, 14 Mar 2008 22:31:31 GMT

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Hi, i want to add an Obigun in SSGM, i got the presets:

Weapon_Obelisk = Obi Gun

Weapon_AGT_Missile = AGT Gun

And now, when i add them as Default for the normal engie

[DefaultEngL1]

01=CnC_POW_MineTimed_Player_01

02=POW_Pistol_Player

03=Weapon_Obelisk

04=Weapon_AGT_Missile

They dont appear ingame at the engie.

How to fix that
